


FLYING SAUCERS

Radio Shack®

TRS-80

**MICRO
COMPUTER
SYSTEM**

CUSTOM MANUFACTURED IN U.S.A. BY RADIO SHACK  A DIVISION OF TANDY CORPORATION

Flying Saucer Program:
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Flying Saucer Program Manual:
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Loading Instructions

Flying Saucers is written in Machine Language, and the asterisks will flash at a much slower rate than normal. If you have a Model I, Level II Disk System, or a Model III Disk System, this program will not load into Disk Basic. You must use Model I BASIC 2 or Model III BASIC to load this program. Follow the instructions for Level II as shown below:

Level I:

1. Place the tape in the Cassette Recorder, and press "Play."
2. Model I Users: Type **C L** and press **ENTER**. Model III Users: Type **C L O A D** and press **ENTER**.
3. When the program is loaded into the TRS-80, it will start playing automatically.

Level II: (Disk System Users Must Use Level II)

1. Place the tape in the Cassette Recorder and press "Play."
2. Model III Users Only: When CASS? appears, type **L**.
3. When MEMORY SIZE? appears, press **ENTER**.
4. When READY_ appears, type **S Y S T E M** and press **ENTER**.
5. Screen will show: *?_. Type **S A U C E R** and press **ENTER**.
6. When *?_ appears again, type **/** and press **ENTER**.

Introduction

It is now sometime in the not too distant future. Technology has advanced to the point where every nation has a bunch of satellites up in the sky to check on every other nation. They sky is so crowded with spy satellites, plane travel is limited to every other Wednesday. Because of your excellent marksmanship, and keen reflexes, you have been chosen to rid the skies of these spy saucers.

There are three types of saucers:

The large saucers are worth 10 points each, and appear regularly.

The small saucers are worth 20 points each, and are much faster than the large saucers.

Every so often, a super saucer comes along. If you hit it, it will destroy all the other saucers on the screen. It is worth the total points of all saucers on the screen.

You have two aiming controls **<** aims the cannon to the left, and the **>** key aims the cannon to the right. Use any key to fire the cannon, including the 'space bar.' The aiming keys can also change the direction of the missile AFTER the missile has left the cannon.

Two points are deducted for every shot you miss (missiles are very expensive). One point is deducted for every saucer that gets away.

To start, select a difficulty factor from 1 to 9 (hard to easy). A score of 400 (or better) earns extra game time. When the game is over, press **ENTER** to restart the game. To restart a game, already in progress, press the **R** key.

Press the **D** key for the Demonstration mode. You can change the difficulty factor at any point during the game. To switch back to the game mode, press the **R** key.

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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